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#23/ht. to Examiner  
L. Morgan  
6/1/01  
3713

Date: May 1, 2001

To: GAU: 3713 (U.S. Patent Office)

FAX RECEIVED

Fax: (703) 305-3579

MAY 02 2001

From: John G. Tutunjian

GROUP 3700

Re: U.S. Patent Application Serial No. 09/092,489

Number of pages including this sheet 10

Dear Sirs:

Pursuant to my discussion with the Examiner handling the above-identified application, enclosed is another copy of the Rule 312 amendment filed on April 3, 2001 and the stamped postcard evidencing the receipt of the same by the PTO on April 5, 2001.

This copy is submitted in an effort to facilitate the consideration of the same.

Please contact the undersigned with any questions.

Sincerely,

John G. Tutunjian

This message is intended only for the use of the addressee and may contain information that is privileged and confidential. If you have received this message in error or do not receive legible copies of all pages, please notify us by telephone at (516) 883-3868 or facsimile at (516) 883-3869.

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PATENT OFFICE DATE STAMP WILL ACKNOWLEDGE  
RECEIPT OF:

1. Amendment After Allowance (8 pages)
2. Return Postcard

Applicant: Alan Leifer et al.  
Serial No: 09/092,489  
Filed: June 5, 1998  
For: WIRELESS GAME CONTROL UNITS  
Docket: 200-2 (CIP)  
Mailed: April 3, 2001  
JGT:ad



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## GRUUP 3701

Keusky & Tschungjian, P. C.  
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Port Washington, NY 11050

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APR 09 2001  
K & T, P.C.

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Attorney Docket # 200-2(CIP)

PATENT

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re Application of

Alan Leifer et al.

Serial No. 09/092,489

Filed: June 5, 1998

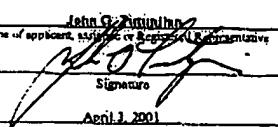
For. WIRELESS GAME CONTROL UNITS

Examiner: J. Harrison  
Group Art: 3713

I hereby certify that this correspondence is being deposited with the United States Postal Service with sufficient postage or first class mail in an envelope addressed to Assistant Commissioner for Patents, Washington, D.C. 20231, on

April 3, 2001  
(Date of Deposit)

John G. Finnegan  
Name of applicant, attorney or Registered Representative

  
Signature

April 3, 2001  
Date of Signature

Assistant Commissioner for Patents  
Washington, DC 20231

**AMENDMENT AFTER ALLOWANCE**  
**UNDER 37 C.F.R. §1.312**

Please amend the above-identified application as follows:

**IN THE SPECIFICATION**

Page 1, before line 1, insert as a heading "Cross Reference to Related Applications"

After the new heading, insert "This application is a Continuation-in-Part of U.S. Patent Application Serial No 09/023,813 filed February 13, 1998, abandoned." A new first page of the application incorporating this amendment is attached hereto.

**IN THE CLAIMS:**

Please amend claims 20, and 27, as follows:

--20. (Three times amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless controller unit comprising:

**COPY**

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, wireless receiver circuitry for receiving controller information, and a vibrating member; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information from the game controller, said console interface including wireless transmitter circuitry for wirelessly transmitting controller information to the game controller, said controller information including control signals for activating said vibrating member.--

--27. (Three Times amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, wireless receiver circuitry for receiving controller information, and a connection port for receiving a vibrating member; and

a console interface having wireless receiver circuitry for receiving the game information, from said game controller, said console interface including wireless transmitter circuitry for transmitting controller information including control signals for activating said vibrating member to said game controller.--

**COPY**

Please add new claims 68 and 69 as follows:

--68. (New) The wireless control unit according to claim 20, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

--69. (New) The wireless control unit according to claim 27, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

**REMARKS**

Applicant respectfully requests consideration an entry of the following amendments after allowance and in accordance with 37 CFR §1.312.

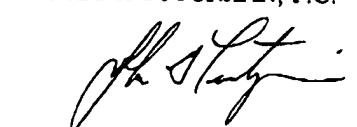
Applicant has corrected the cross-reference to related applications which now properly recites the parent application abandoned in favor of this application. Support for this amendment can be found in the file history of the application. A new page 1 incorporating this amendment is attached to this amendment.

**COPY**

Claims 20 and 27 have been amended and new claims 68 and 69 have been added. Separate sheets are attached showing the amendments to the claims in underline/bracket format. Claims 20 and 27 have been amended to claim the wireless transmission of vibration signals to a wireless game controller. None of the cited prior art, taken singly or in any combination disclose or suggest this feature of applicant's invention. Entry of this amendment is respectfully requested.

It is believed that no additional fees or charges are currently due. However, in the event that any additional fees or charges are required at this time in connection with the application, they may be charged to applicant's representatives Deposit Account No. 50-1433.

Respectfully submitted,  
KEUSEY & TUTUNJIAN, P.C.



John G. Tutunjian  
(Reg. No. 39, 405)  
14 Vandeventer Avenue, Suite 128  
Port Washington, New York 11050  
(516) 883-3868

Dated: April 3, 2001

**COPY**

Substitute Page 1

**WIRELESS GAME CONTROL UNITS**

**CROSS REFERENCE TO RELATED APPLICATIONS**

This application is a Continuation-in-Part of U.S. Patent Application Serial No 09/023,813 filed February 13, 1998, abandoned

**FIELD OF THE INVENTION**

The present application generally relates to electronic device controllers. More particularly, the present application relates to wireless electronic device control units that include an auto activate function.

**BACKGROUND**

Home video game systems generally have a game console coupled to a television monitor and one or more game controllers connected to the console which permit user interaction with a game being played. Most video game systems are sold with game controllers that are connected to the console through a hard-wire link. More recently, wireless game controller accessories have been developed which provide players with more freedom of movement. Such wireless controller accessories replicate the basic control features found on conventional hard-wired controllers but use infrared or other electromagnetic radiation to send signals to the console.

To operate the video game system, a user (or player) inserts a game program which may be stored in a game cartridge or on a compact disc into the console and typically depresses a start switch to begin play of the particular game programmed into the cartridge or on the compact disc. As a game is played, a player or players control various visual aspects of the game using either the hard-wired or wireless controllers. For example, certain video games allow players to maneuver persons or aliens over various types of terrain, through tunnels, under water and over other various obstacles in order to score points. Some of these video games allow players to fly planes, helicopters, tanks and the like to attack various installations

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**Claim Amendments**

--20. (Three times amended) A wireless control unit for converting a video

game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless controller unit comprising:

    a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, [including an auto activate start signal,] wireless receiver circuitry for receiving controller information, and a vibrating member; and

    a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information [, including the auto activate start signal,] from the game controller [and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal], said console interface including wireless transmitter circuitry for wirelessly transmitting controller information to the game controller, said controller information including control signals for activating said vibrating member.--

--27. (Three Times amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to

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operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information [including an auto activate start signal], wireless receiver circuitry for receiving controller information, and a connection port for receiving a vibrating member; and

a console interface having wireless receiver circuitry for receiving the game information [, including the auto activate start signal], from said game controller [and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system is continuously activated in response to the received activate signal], said console interface including wireless transmitter circuitry for transmitting controller information including control signals for activating said vibrating member to said game controller.--

--68. (New) The wireless control unit according to claim 20, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

**COPY**

--69. (New) The wireless control unit according to claim 27, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal. -